Brent Gaswick Instructional Technology Specialist N.D.E.







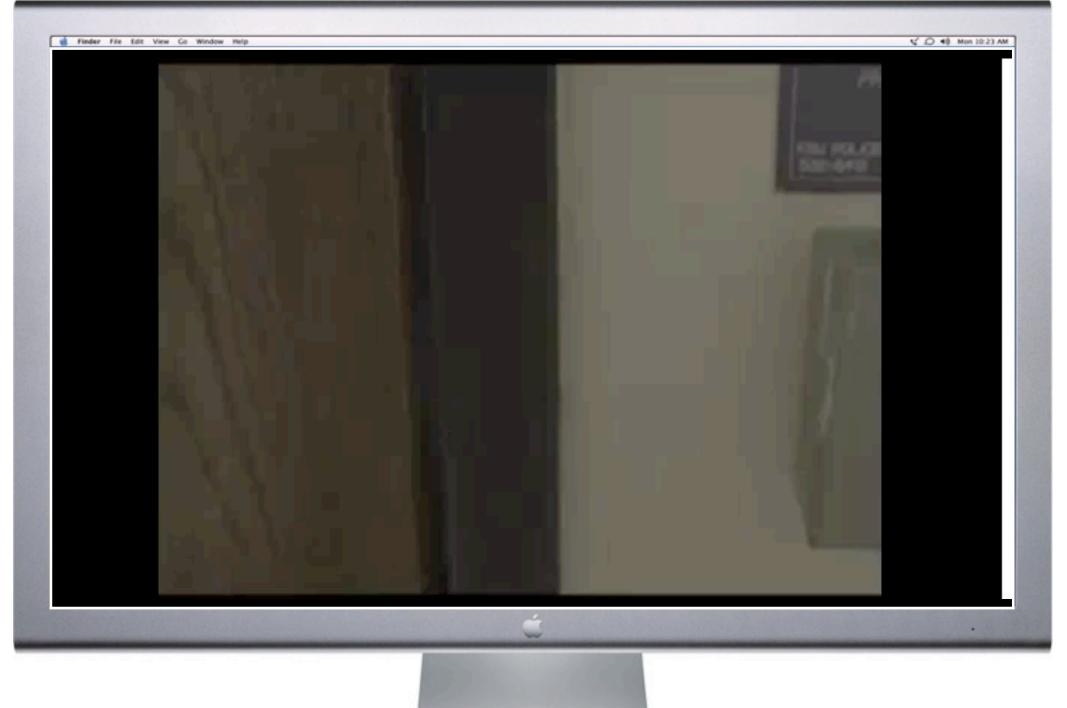
Monday, August 17, 2009

"I believe that schools are approaching the point of dangerous irrelevance when it comes to preparing students adequately for their digital futures. The pace of change is too slow and the pace of change in technology is too quick. I am a strong believer in public schools, but we need a new paradigm"

-Scott McLeod, Castle Director



Use Technology. This is a generation that uses technology for "everything." A traditional classroom that does not integrate technology will not meet students' needs for variety, stimulation, and access to information. Some classrooms still require students to study and learn in ways that, to them, are completely different from the ways they operate in every other aspect of their daily lives.



Michael Wesch

Be visual. This group is the most visual of all learning age groups.





Incorporate games. Computer games if used wisely can be very effective. These involve many of the strategies that Gen Y's have already developed for learning: multimedia sensory stimulation, interactive (either with other people of with the computer), or individualization (customization) of the learning experience, control over time, and highly visual.







EduRealms

wowinschool

Provide lots of feedback. Providing frequent feedback is essential for Ger Y's. This allows them to know when they are headed in the right direction and when they are getting off-track. Frequent attention from teachers is welcome.





- Tech & Learning, 2009









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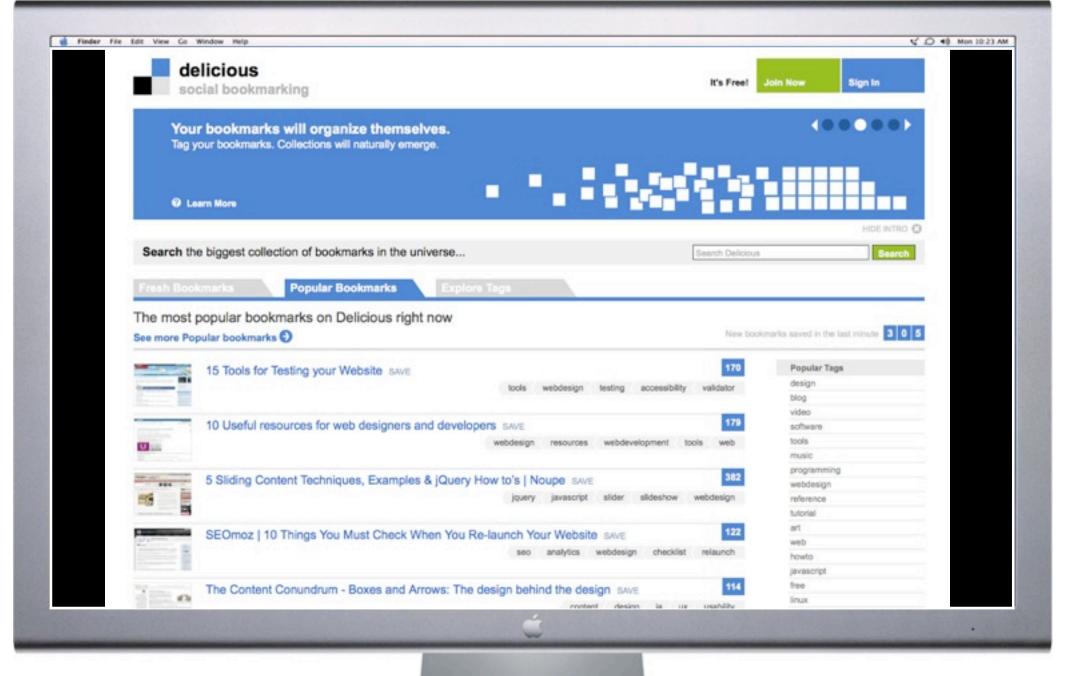
TechCrunch CON The Boston Globe

Who uses Poll Everywhere?

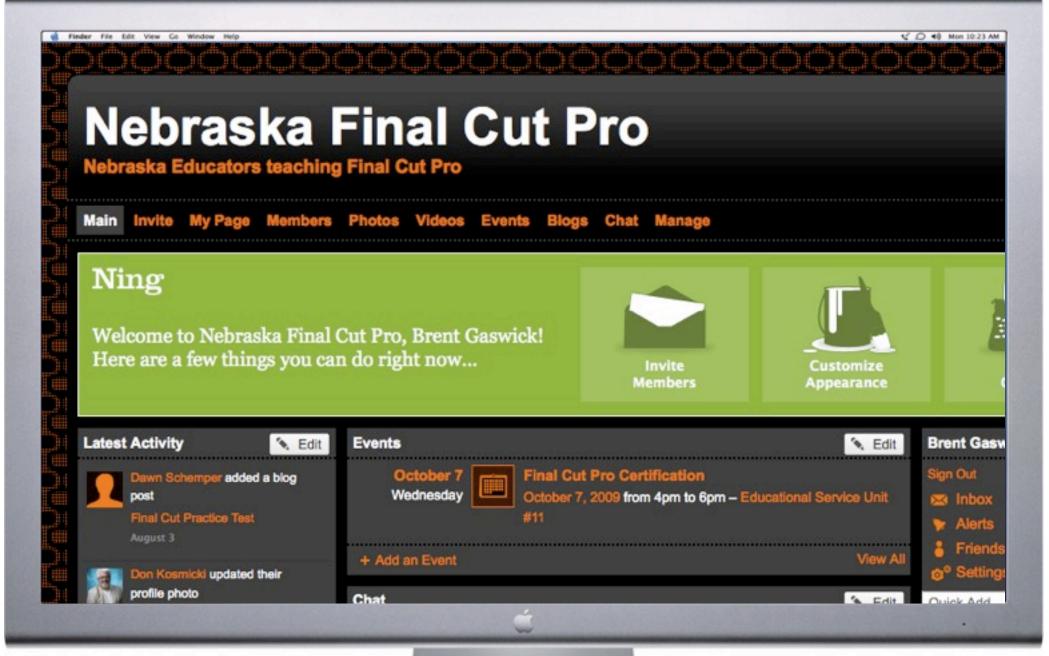
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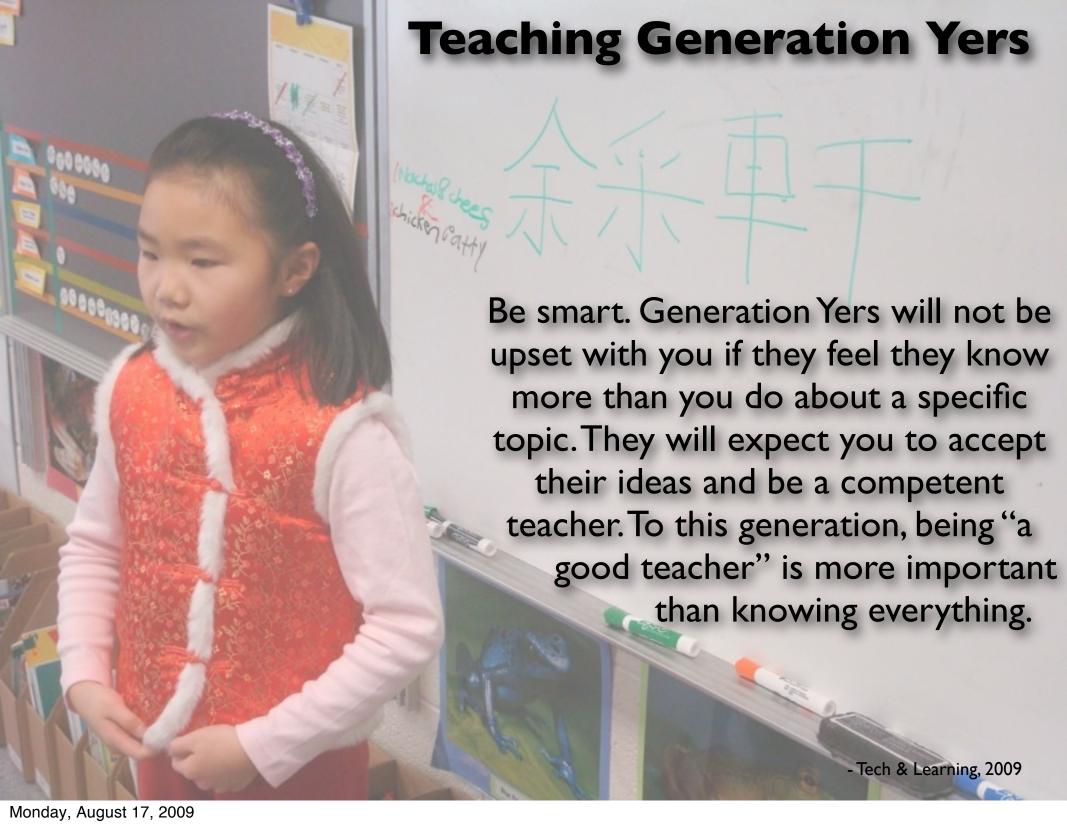


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